

displaying the game on the first transparent electronic display unit and the second electronic display unit;

causing a light valve, disposed between the first transparent electronic display unit and a transparent display panel disposed closer to the person than the first transparent electronic display unit, to become substantially transparent so that the first transparent electronic display unit and the second electronic display unit are visible to the person through the light valve;

providing a value payout associated with an outcome of the game associated with the first transparent electronic display unit and the second electronic display unit; and

causing the light valve to become substantially opaque so that visibility of the first transparent electronic display unit and the second electronic display unit is substantially blocked by the light valve when the gaming apparatus is in a tilt condition.

12. The gaming method of claim 11 wherein the tilt includes a mechanical malfunction in the operation of the gaming apparatus.

13. The gaming method of claim 11 wherein the tilt includes an electrical malfunction in the operation of the gaming apparatus.

14. The gaming method of claim 13 wherein the electrical malfunction includes a loss of power to the gaming machine.

15. The gaming method of claim 11 further comprising causing the light valve to become substantially opaque when the gaming apparatus is in a bonus mode.

16. The gaming method of claim 11 wherein the second voltage is substantially zero volts.

17. The gaming method of claim 11 wherein the light valve includes a suspended particle device.

18. The gaming method of claim 1 further comprising a relay device operatively coupled to the light valve and the controller and configured to provide the second voltage to the light valve when the gaming machine is in the tilt condition.

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